

AO 1/2 MAN 1/2
AMAZING
ROCKER
HEADACHE
MAINEVENT
THE FUTURE
HOTSAUCE
GREENY

ACTIVISION



ACTIVISION, INC.
P.O. BOX 67713, LOS ANGELES, CA 90067

PRINTED IN USA

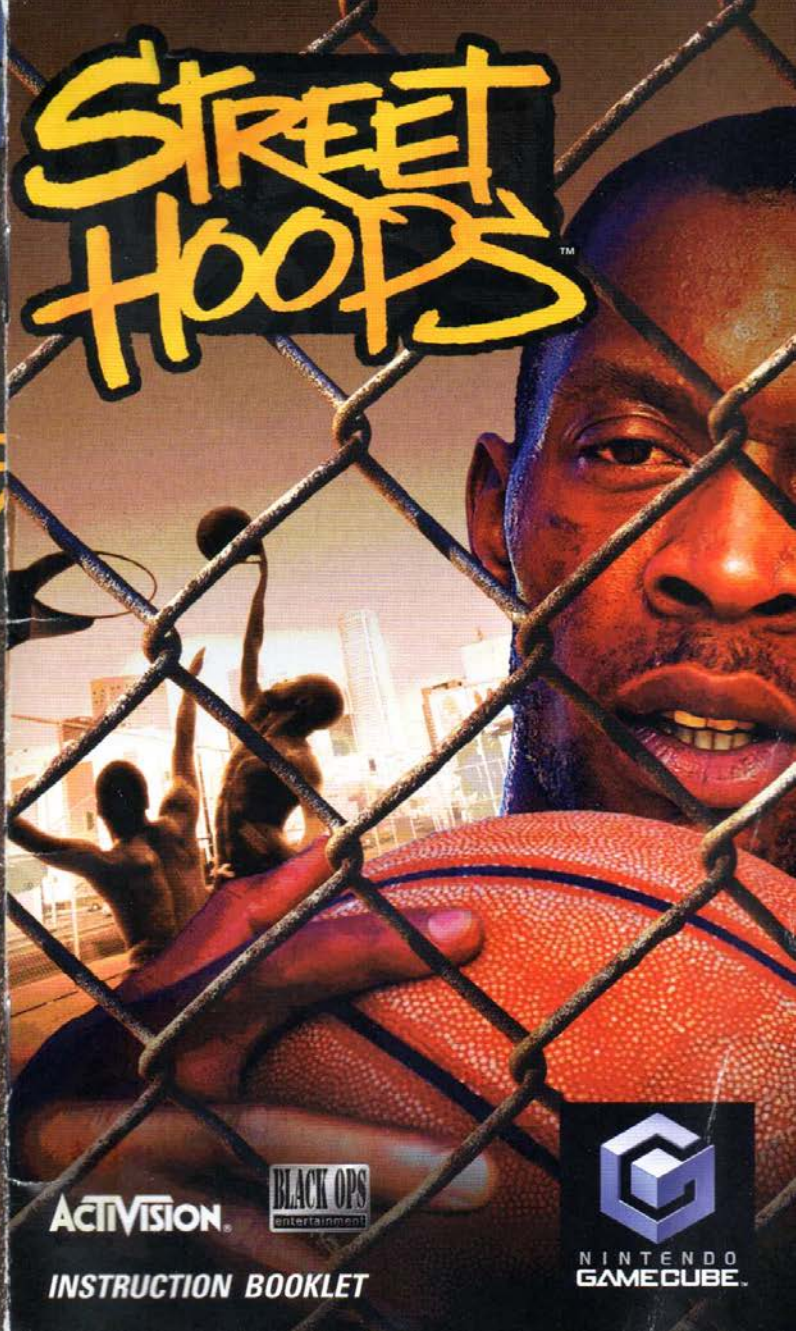
EmuMovies

80473-226-05

© 2002 Activision, Inc. and its affiliates. All rights reserved. Published and distributed by Activision Publishing, Inc. Developed by Black Ops Entertainment. Activision is a registered trademark and Street Hoops is a trademark of Activision, Inc. and its affiliates. Licensed by Nintendo, Nintendo GameCube and the Official Seal are trademarks of Nintendo of America Inc. © 2002 Nintendo. The ratings icon is a registered trademark of the Interactive Digital Software Association. All other trademarks and trade names are the property of their respective owners.



STREET HOOPS™



ACTIVISION



INSTRUCTION BOOKLET



NINTENDO
GAMECUBE

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality®



**THIS GAME SUPPORTS
SIMULTANEOUS GAME PLAY
WITH ONE, TWO, THREE OR
FOUR PLAYERS AND
CONTROLLERS.**



**THIS GAME REQUIRES A
MEMORY CARD FOR SAVING
GAME PROGRESS, SETTINGS
OR STATISTICS.**



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.

TEEN
GAMBLING
STRONG LYRICS

LICENSED BY



NINTENDO, NINTENDO GAMECUBE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2001 NINTENDO. ALL RIGHTS RESERVED.

CONTENTS

Controller Settings	2
Street Hoops Introduction	4
Main Menu	4
Game Modes	5
Create Baller	8
Game Settings	9
On-Screen Display	11
Pause Menu	12
Street Hoops Stores	13
Store Descriptions	13
Store Menus	14
Full Court Rules	16
Half Court Rules	17
Multiplayer	18
Courts and Teams	19
Players	23
Quick Reference	26
Credits	27
Customer Support	31
Software License Agreement	35

NINTENDO GAMECUBE™ CONTROLLER SETTINGS

Nintendo GameCube In-Game Controls/Offense

+Control Pad (also Control Stick)	Moves the highlighted player.
A Button	Passes the ball. (Hold A Button, release performs Give and Go.)
X Button	Shoots the ball. (Tap X Button for Pump Fake.)
B Button	Performs basic crossover or juke move. (in Nasty Novice Mode, randomizes crossovers.)
Press and Release Y Button	Performs a spin move. (Tap Y Button for a fake spin move.)
Press and Hold Y Button	Backs down in the low post. Used with the +Control Pad to back down in the paint. (Release the Y Button while in contact with a defender in the key to spin off toward the basket.)
L Button	Turbo/Hold to make player run faster.
R Button	Activates "Mad Skillz Moves." Press and hold the R Button in combination with any of the four buttons (A, X, B, Y Buttons) to allow the user to select specific over-the-top crossovers. Moves will change depend- ing upon if the player is moving or stationary.
Z Button	Brings up the pass icons for direct passing.
Press and click R Button	Activates "IN YO FACE" Moves. Press and hold the R button in combination with any of the three buttons (A, X, B Buttons) to allow the user to perform specific dunks.
Press and click R Button + Y Button	Alley-Oop. Attempt an Alley-Oop when available.

Alley-Oops are not meant to connect 100% of the time. They are based on timing between the ballhandler and a teammate. Whenever the **R + Y** Buttons are depressed within the range of the 3 point arc, an Alley-Oop pass is thrown, regardless if it connects or not.

Mad Skillz – If you are using your mad skillz and press forward and the **X** Button, the player with the ball will automatically shoot the ball from wherever he is. This, however, does not guarantee a made shot.

A flashing player indicator states that the player is out of turbo. Release turbo to let your player recharge.

C Stick will be used to perform one touch passing which will allow the user to pass in the direction of the stick without the pass button being used.

Double Tap the X Button w/ +Control Pad toward hoop	Attempt a lay-up.
Press and click L Button	Call for pick from closest teammate.
Press and click L Button > 2 sec. Then press one of the four buttons (A, Y, B, X Buttons).	Call one of four of your preset plays.
X Button while backing down w/ +Control Pad away from defender	Shoot fadeaway jumpshot from the post. X Button alone from the backdown performs turnaround jumper. X Button with up or down on the +Control Pad performs a hook shot.
X Button then A Button	Pass out of jumpshot to avoid having shot blocked.
START	Brings up Pause Menu
Press and click R & L Button	Call time out

Note: Functions that involve a click of the **L** Button or **R** Button are not available in Novice mode.

Nintendo GameCube In-Game Controls/ Offense Without Ball

+Control Pad (also Control Stick)	Moves the highlighted player.
A Button	Change highlighted player, control player with ball.
Y Button	Rebound a missed shot. (Dive when the ball is loose.)
L Button	Turbo/Hold to make player run faster.
Z Button	Direct Change. Brings up icons allowing you to change to any other teammate directly.
R Button + X Button	Active put-back. If close enough to the basket, the player will attempt a put-back of a missed shot.

Nintendo GameCube™ In-Game Controls/Defense

+Control Pad (also Control Stick)	Moves the highlighted player
A Button	Changes to the closest player
X Button	Push/Intentional Hand Check
B Button	Steal
Y Button	Attempts to Block/Rebound a missed shot. (Dive when the ball is loose.)
L Button	Turbo/Hold to make your players run faster
R Button	Defensive side step/face-up.
Z Button	Direct Defense Change. Brings up icons allowing you to change to any other teammate directly.
Press and click R Button	Intentional foul
Hold L Button >2 sec. Then press one of the three buttons (A,X,Y Buttons).	Call one of three defense team styles. A Button: Tight Man X Button: Physical Y Button: Loose Man
C Stick up	Switch to last player back
C Stick down	Taunt opponent

STREET HOOPS INTRODUCTION

Team up with the most infamous players in street ball and try to match their true-to-life signature moves. Play the most notable courts in the nation including New York's "Rucker Park," L.A.'s "Venice Beach Court" and 8 other black top meccas. Create your own custom player and run him through the ranks with three modes of play including *World Tournament*, *Lord of the Court* and *Pick-Up Game*.

MAIN MENU

Quick Start – Select **Quick Start** to jump right in to a game of *Street Hoops*. Two button presses and you're in!

Game Modes – Select **Game Modes** to select from *World Tournament*, *Lord of the Court* or *Pick-Up Game (Full Court)* or *Pick-Up Game (Half Court)*.

Create Baller – Select **Create Baller** to create a new baller from scratch. You can select your player's abilities and style.

Game Settings – Select **Game Settings** to change options, view the Controller configuration, toggle features On or Off and enter cheats.

Movies – Select **Movies** to see clips of great *Street Hoops* play.



GAME MODES

There are 3 different game modes: *World Tournament*, *Lord of the Court* and *Pick-Up Game (Full Court and Half Court)*. Each of these modes offers a different experience for the user.

World Tournament

In *World Tournament*, travel across the U.S.A. to take on the best team at each court. Along the way, you'll unlock the best street ballers in the land, and gain access to more courts, along with some secret courts. Note: Difficulty levels cannot be adjusted for continued *World Tournament* and *Lord of the Court* games.



- Select **New** or **Continue** to either start a new tournament or continue with your current tournament. Press the **A Button** to accept, the **B Button** to back out.

In *World Tournament*, you can start with any of the available teams. You'll also be able to swap in any one of the street players onto your team at the Select Players screen. You'll get his move set as well. However, you can only choose one when you start. You'll gain access to the other 7 players and their move sets by beating them throughout the mode. You'll also be able to unlock additional courts and teams. Be advised, winning isn't enough to unlock everything, you'll need to pay cash for the courts and players as well. Nothing's free!

If you don't have enough money to unlock a court, go back to a court that you played on before to try to earn some cash, or go play a pick up game and earn some money there.

Some teams and courts will not be unlocked until you play through World Tournament a few times, so be sure to keep playing in order to find all the teams and courts!

Lord of the Court

In *Lord of the Court*, you play as the Home team and the other teams will come to your house to challenge you. As you defend different courts, you'll unlock movies and even a secret character or two.

- Select **New** or **Continue** to either start a new Lord of the Court or continue with your current Lord of the Court progress. Press the **A** Button to accept, the **B** Button to back out.

Note: *World Tournament* and *Lord of the Court* are 1-player modes with the ability to have other human users play on your team. The earnings from these modes will be saved to the progress for the first user only. Progression through these modes will be by the first user as well. Other human users are teammates from game to game.

Street Hoops also uses an autosave feature, which will automatically save your progress in *World Tournament* and *Lord of the Court* modes. This information will be saved along with the progress for the first user.

Full Court & Half Court Pick-Up

Full Court and *Half Court Pick-Up* allow you to select the court, teams and play mode that you and your opponent will face off at. In this mode, certain courts and players will be locked out until you unlock them in *World Tournament*. Note: For winning pick-up games, you'll earn \$100 per user.

- Once you have selected a *Pick-Up* Game mode, set the number of players that will face each other. Scroll up or down to choose from 5 on 5, 4 on 4, or 3 on 3 for Full Court play. For *Half Court*, you can select 3 on 3, 2 on 2, or 1 on 1. Press the **A** Button to accept, the **B** Button to back out.
- Once you have selected the number of players, you may now choose which court to play on. Scroll left or right by pressing the **+Control Pad**



left or right. To see a preview movie of the court, press the **X** Button. Press the **A** Button to accept, the **B** Button to back out.

Select Teams

Once you have chosen a court you may now choose your team. To scroll through the various teams, press the **+Control Pad left or right**. To switch between the Away or Home team press the **L** or **R** Buttons. For *World Tournament* you will automatically, and always, be the Away team while in *Lord of the Court* you will automatically, and always, be the Home team. In order to see your team's roster and swap players press the **X** Button. To select the position, press the **+Control Pad up or down**. To scroll between the available players, press the **+Control Pad left or right**.



Note: Your created Baller will appear in the position that you created them for. Once you have found a player you are happy with, press the **Y** Button to insert them into the lineup. When done, press the **A** Button to accept, the **B** Button to back out.

Controller Select

Press the **+Control Pad left or right** to select the Home or Away teams controller. From this screen, select what move set to assign to a player. Press the **+Control Pad up or down** to select the position. Next, press the **L** or **R** Buttons to choose a move set for that position.



Note: The Special move sets of the Special players will not be available until they are unlocked and purchased in *World Tournament* mode. Press the **Y** Button to switch between Novice Mode and Normal Mode where you will have the ultimate control of the moves you use. Press the **A** Button to accept, the **B** Button to back out.

Note: Novice Mode allows you to randomize and perform all crossover and flashy dribble moves for that move set by pressing the B Button while on offense.

Novice Mode also eliminates the press and click functions of the L and R Buttons in gameplay.

CREATE BALLER

Customize a player that meets your criteria. Is he tall? Big? A she? Whatever. They all have strengths and weaknesses. Select **Create Baller** from the Main Menu.

Note: Activision Customer Support cannot troubleshoot user-made ballers.



Street Hoops Create Baller allows you to create and customize a player to place on a team and play with. The following characteristics can be customized:

- Gender – **Male**, Female
- Position – **Point Guard**, Shooting Guard, Small Forward, Power Forward, Center
- Height – From 5'5" to 7'6" by increments of 1"; default **6'0"**
- Body Type – Four types for men, 2 types for women
- Hand – **Right**, Left
- Move Set – Choose between available move sets for your baller
- Name
- Hometown
- Face

Press the **R** Button to adjust the following player attributes to make the exact player you want. All attributes cost money (\$\$\$).

- | | | | |
|-----------|------------|---------|-----------|
| • 2 Point | • Blocks | • Speed | • Boards |
| • 3 Point | • Steals | • Juice | • Agility |
| • Dunks | • Dribbles | • Power | |

Depending on how much money you've won, you can outfit your player with duds, jewelry, and tattoos. Go to Footaction USA* to outfit your player in the latest attire. Certain items of clothing and shoes may not be available until you gain enough cash. Collect more money to upgrade or change attributes.

Increasing ratings will cost money as well.

GAME SETTINGS

Game Options Screen

Difficulty

- Scrub – Default
- Balla – Medium
- G.O.A.T (Greatest of All Time) – Hardest. Able to unlock special secrets not available in the other two difficulty levels.



Game Type – Play **timed games** or to a set score

Score Overlay – **ON/OFF**

Player Indicator – **ON/OFF**

Player Names – **ON/OFF**

Camera – Select your preferred camera angle; End View 1, **End View 2**, Side 1, Side 2, Classic, Close Up, TV Style, Smack Cam

Auto Replay – **ON/OFF**

Rumble Feature – **ON/OFF**

Auto Save – **ON/OFF**

Game Rules

- *Half Length* – **5/10/15/20** minutes
- *Score Limit* – **7/11/21/32**
- *Backcourt* – **ON/OFF**
- *30 sec. shot clock* – **ON/OFF**
- *10 sec. over half court* – **ON/OFF**
- *5 sec. inbounding* – **ON/OFF**
- *3 sec. in the key* – **ON/OFF**
- *Goaltending* – **ON/OFF**
- *Fouls* – **ON/OFF**

In *World Tournament* and *Lord of the Court* modes, 30 sec. shot clock, 5 sec. inbounding, 3 sec. in the key and Goaltending will be locked to ON.

Audio Settings

- Game SFX – Adjust volume level of sound effects.
- Trash Talk – Adjust volume level of trash talk.
- Music – Adjust volume level of music.
- Announcer – Adjust volume level of the announcers.
- Ambience – Adjust volume level of game ambience.
- Crowd – Adjust volume level of crowd noise.
- Audio – Mono, **Stereo**, Dolby Pro Logic II, Surround.
- Tracks – Select a given song to play or a random cycle of songs.



Controls

See the Controller layout to learn how to play the game.

Offense with the Ball – Controller layout of offense.

Offense without the Ball – Controller layout of offense without the ball.

Defense – Controller layout of defense.

Save/Load

Load, Save, and Delete your game files.

Load – Scroll left or right by pressing the **L** or **R** Buttons to load:

- User Profile – Created Ballers, teams, money
- Game Data – Game settings, wins, losses
- User Profile and Game Data

Save – Scroll left or right by pressing the **L** or **R** Buttons to save:

- User Profile – Created Ballers, teams, money
- Game Data – Game settings, wins, losses
- User Profile and Game Data

Delete – Scroll left or right by pressing the **L** or **R** Buttons to delete:

- User Profile – Created Ballers, teams, money
- Game Data – Game settings, wins, losses



Note: Please see below for the exact information that is saved to each file, deleting a file will erase all information in that file.

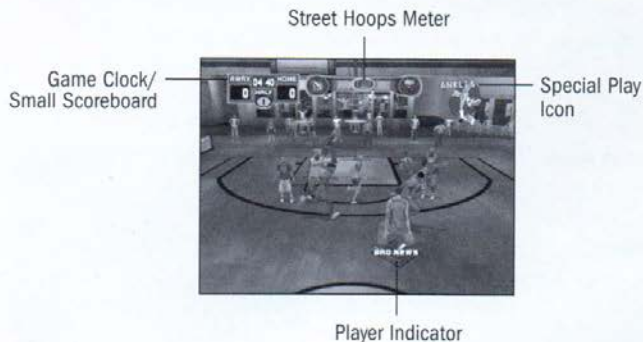
- User Profile – Contains Created Baller info, Team Money, Apparel and Purchased Item info
- Game Data – Contains unlocked courts, unlocked players, unlocked purchased players, unlocked movies, World Tournament progress, Lord of the Court progress, game options, game settings, audio settings, (including muted tracks).

When loading saved user profiles for *Pick-Up Game* modes, all accumulated apparel, footwear, jewelry, tattoos and hairstyles will not be set to a specific team until the user enters one of the stores (Footaction USA*, Tattoo Parlor, Pawn Shop or Barber Shop). This will assign the accumulated gear to the user's team only.

Cheats

Enter the various cheat codes you receive from in game.

ON-SCREEN DISPLAY



Player Indicator - Indicates the user-controlled player.

Game Clock/Small Scoreboard - Appears at all times.

Scoreboard - Appears after two baskets and after free throws.

Shot Clock - Appears when there are 10 seconds left on the shot clock.

Street Hoops Meter - *How it works:*

The Street Hoops Meter takes account of the way you are playing and rewards a team for playing flashy. When it fills up, your team will be able to make more shots, have unlimited turbo and play more aggressively. It fills up/goes down with each action on the court: scoring points, breaking ankles with flashy moves and even through turnovers.

- X2, X3 refers to the multiplier when moves are pulled together in succession

The Special Play icons:

- **Ankles** - perform an Ankle Breaker move and make the defender fall
- **Bomb** - when you successfully make a 3-pointer
- **Posterized** - when you dunk on someone
- **Strip** - when you steal the ball from the other team
- **Swat** - block a shot
- **Teabag** - dunk all over someone when there is contact
- **Da Dagger** - a shot made to put away a close game

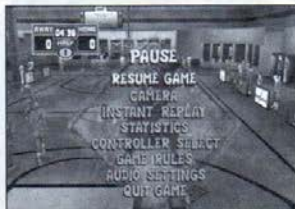
PAUSE MENU

Resume Game - Select Resume Game when you get back from the fridge to start playing again.

Camera - Switch through the eight different camera modes in the game for a new view.

Instant Replay - The **+Control Pad** rotates the camera **left** and **right** and **up** and **down** (only in Free Cam angle).

- **Y** Button - move camera up
- **A** Button - move camera down
- **B** Button - zoom in
- **X** Button - zoom out



- **C Stick** - Move camera position
- **Control Stick** - Play replay forward or backward
- **L** Button - Change camera view
- **L** Button - Hold down while playing (**Control Stick**) for slow motion
- **R** Button - Play replay
- **R** Button - Hold down while playing (**Control Stick**) for fast forward
- **R** Button - Change from focus on player to focus on any part of the court
- **Z** Button - Hide/show camera icon
- **START** - Exit

Statistics - Check out the Stats screen to see how you and your team are doing.

Controller Select - Switch between teams. Note: Cannot change teams in World Tournament or Lord of the Court.

Game Rules - Select Game Rules to change the default options.

Audio Settings - Select Audio Settings to change volumes, tracks, etc.

Quit Game - Sissy!

STREET HOOPS STORES

Press the **+Control Pad left** or **right** to select from the various stores. To move to the Tattoo Parlor, Pawn Shop-Jewelry Store, Check Cashing Store (to place bets), and the Barber Shop on the next screen, press the **+Control Pad** to the **left**. To select a store to go into, highlight that store and then press the **A** Button. Press the **B** Button to back out.

Store Descriptions

Footaction USA®

Go here to pick up the latest gear for your players. You can choose items from 16 apparel lines: And 1, Dada, D-UP, Ecco, Enyce, 57 Fake, Fila, Goat Gear, P Miller, Pure Playaz, Rocawear, Sean John, Snoop Dogg Clothing, Southpole, Triple Five Soul, and Varsity. You can also select various accessories such as sunglasses, arm and wristbands, socks, and headgear.



Tattoo Parlor

Go here to purchase tattoos for your players.

Pawn Shop/Jewelry Store

If you can afford it then come here to outfit your team. You can equip them with necklaces, watches, and ear studs. Or if you're broke, go here to sell back your jewelry.

Check Cashing/Bookie

Go here to place bets on your team to earn your additional cash.

Barber Shop

Customize your player's looks even further by selecting a new hairstyle for them.

Store Menus

Tattoo Parlor, Jewelry Store, Barber Shop.

To select a player, move the **+Control Pad up or down**. To rotate the player, press and hold the **L** or **R** Buttons. In the Tattoo Parlor, preview how a tattoo will look by pressing the **X** Button to remove a player's shirt. Press the **A** Button to purchase the desired good. In the Pawnshop, you can sell your current jewelry for half the price you paid for it.

Check Cashing/Bookie

Press the **+Control Pad up or down** to scroll through the different categories that you can bet on for the upcoming game. Press the **+Control Pad left or right** to increase/decrease the amount of money bet or use the **R** Button to increase your bet by larger amounts or the **L** Button to decrease your bet by larger amounts. Press the **A** Button to confirm your bet. Press the **B** Button to completely exit the bookie. Note: Once you make a bet, you can't take it back!

Footaction

Press the **+Control Pad left or right**, once inside the Footaction store, in order to select from the various Clothing lines. Press the **A** Button to proceed to the Changing Room.

To select a player to dress, move the **+Control Pad left or right** and then press the **Y** Button to highlight them. To select your entire team, press the **R** Button.

Once you've chosen your player(s), press the **A** Button to bring up the clothing options. Move the **+Control Pad left or right** to scroll through the various clothing items.



Shirts – Choose anything from T-shirts to long sleeve sweatshirts or have your team be simply skins.



Pants – Choose from shorts to long sweatpants.



Shoes – Choose from the different footwear designs.



Headwear – Beanies and caps.



Accessories – Choose sunglasses, arm and wristbands, long or short socks.

After you have settled on a clothing item press the **A** Button and then press the **+Control Pad up or down** to choose from the various colors of that particular item. Once you have settled on your selection, press the **A** Button to choose and then press the **A** Button again to accept it. You can get a better look by pressing the **R** or **L** Buttons to rotate the currently highlighted player. Press the **B** Button to go back to the previous screen\selections when ready. Once you are completely finished with your choices, press the **B** Button to completely exit the store.

Once you are finished customizing your players look, press the **B** Button to back out and continue to the game. To start your game, select the **Subway** station and you are on your way.

FULL COURT RULES

The following rules are in force for full court games and can be toggled On and Off. (The defaults are highlighted.)

- Score Limit (for scored games only) (7, 11, **21**, 32)
- Half Length (**5**, 10, 15, 20 minutes)
- Backcourt **ON/OFF**
- 30 second shot clock (**ON/OFF**)
- 10 second over half court (**ON/OFF**)
- 5 second in-bounding (**ON/OFF**)
- 3 seconds in the key (**ON/OFF**)
- Goaltending (**ON/OFF**)
- Fouls (**ON/OFF**)

These Rules Can't be Changed

- There will be no substitutes.
- There will be no technical fouls.
- Players will not be able to foul out. If a player receives three fouls, he will remain in the game and the fouled team will shoot one free throw and get the ball back for each subsequent foul.
- Each team will have three time outs per half. No 20-second time outs. (Time out is called by pressing and clicking the **R+L** Buttons together.)
- After 3 team fouls, opposing team enters the bonus situation where all fouls are two free throws.
- Scoring will be one point for a free throw, two for any other shot inside the three point line and three points from anywhere beyond the three point line.

Game Periods

- 20 minute half/40 minute game/5 minute OT
- 15 minute half/30 minute game/4 minute OT
- 10 minute half/20 minute game/3 minute OT
- **5 minute half/10 minute game/2 minute OT**

HALF COURT RULES

The following rules are in force for half court games and can be toggled On and Off. (The defaults are highlighted.)

- Score Limit (7, 11, **21**, 32)
- 3 seconds in the key (**ON/OFF**)
- Goaltending (**ON/OFF**)
- Traveling (**ON/OFF**)
- Fouls (**ON/OFF**)

These Rules Can't be Changed

- Ball is always checked in after every score (ball handed to in-bounding team from defensive team).
- Always in-bounded from the half-court line.
- No shot clock or game clock.
- All games must be won by two points.
- Visitor shoots for the ball from the free throw line to determine first possession. If visitor makes the shot he takes the ball out. If he misses, the home team is awarded the ball.
- If a team hits a shot, the ball goes to the other team.
- All change of possessions must be cleared to the 3-point line.
- Scoring: 1 point for each basket inside 3 pt. line; 2 points for each basket outside the line.

MULTIPLAYER

Quick Start (1 to 4 players)

This is the quickest way to get into a game. Select which team to control for play on a random court. You can play one quick game with the selected teams.

World Tournament (1 to 4 players)

(up to 4 people Co-Op vs. the CPU team) Go all over to well-known courts to battle the world's best Street Hoops players. Win at all venues and capture the title of "Best Street Baller in the World." Defeat World Tournament and unlock new courts. As you progress, you can unlock special characters, their moves and courts.



Lord of the Court (1 to 4 players)

(up to 4 people co-op vs. the CPU team) You have to defend your home court against every team that comes in and tries to defeat you. Complete this mode and start to unlock movies and secret characters.



Pick-Up Game – Full Court (1 to 4 players)

One-to-four players can pick teams and a court and battle for one game. You can mix and match your team by selecting from the pool of available players.

Pick-Up Game – Half Court (1 to 4 players)

Play Half Court basketball with different rules from the full court game. The maximum players are 3 on 3. Play a one game match only.

COURTS AND TEAMS

Run N' Shoot (Atlanta, GA)

"Run N' Shoot" Available at beginning

This court offers the best competition in the city of Atlanta. Be ready to argue any foul called, because people come for the show as well as the game. The play is charged and rough; if you don't want to get dirty, don't play.



Shakespeare Park (New Orleans)

"Shakespeare Park" Available at beginning

By far the best court in New Orleans, Shakespeare Park is also the only covered outdoor court in the city. The iron roof keeps the court dry in winter and the players cool in the summer. The competition is average to above, but rough play has caused only minor bruises and bloody noses.



Farmer's Park (French Lick, IN)

"Farmer's Park" Available at beginning

The level of play at this court varies from day to day. Normally it's a laid back place to practice jump shots. Occasionally, on the weekends some of the area high schoolers and local college talent come by and the games can get more heated. Not much trash talking done here. Just jumpers in your face. The pace of the game is a little slower and less flashy than in other places, but the fundamentals are strong. Here the farmer's sons practice strong shooting and ball handling skills. If you play here, don't be lulled by the lack of flashy dunks, these guys can strip you and fire off a three pointer all in one move.



Madison Square Recreation Facility (Baltimore, MD) "The Dome" *Unlock in WT mode*

The level of play here is very good. Kids of all ages come to learn and develop their game. League play is as intense and energetic as pro play. Definitely not for the weak at heart. Bring your "A" game.

During the Midnight tournament, top teams made up of collegiate age players can take on real pros.



11th and Lombard Courts (Philadelphia, PA) "11th and Lombard" *Unlock in WT mode*

If you come here, be ready to play with talent and guts. The skill level of the regulars at this court is pretty high. There are collegiate as well as street players testing each other's moves here all the time. If you want to play with the big dogs, be prepared for the not so random shoulder and elbow in your face. Getting the ball and making your break to the hoop is what counts, not the bruise you got for getting stripped.



Jackson Park Courts (Chicago, IL) "Jackson Park" *Unlock in WT mode*

The competition here can be grueling, even for a visiting pro. Star players in the pros have been humbled by the cream of this court. Here the name of the game is "Win." The play is fast-paced and physical. The attitude is as intense as the game. Ballers here talk as big (and sometimes bigger) than they play.



Mosswood Park (Oakland, CA) "The Moss" *Unlock in WT mode*

The game here is hardcore. If you can't make the grade, the court regulars will tear you a new one. The best games run in the late afternoon, so if you're a beginner, go practice early in the day before the big dogs blow in for the show.



West 4th Street (NYC) "The Cage" *Unlock in WT mode*

The most famous park in the world. Best in the City; don't go if you can't play. You'll most likely get a nickname your first time down. If you're lame, you will get goofed on from the players or the people that crowd the fence. Very physical, flashy play with lots of trash talking at all times.



Venice Beach Courts (Venice, CA) "Venice Courts" *Unlock in WT mode*

This is one sure-fire place to find a pick-up basketball game while the sun is shining. The first court, lined by bleachers, is reserved for full-court games and the action is intense, theatrical and definitely entertaining. The facility also has four half-courts featuring non-stop 3-on-3 games.



If you're in the mood to shoot some hoop and make the scene at the same time, you can't do any better. The courts are on a first-come-first-served call-it when you get there system, so bring some friends and be prepared to take on teams ranging from local playground legends to beach bums.

You can see the pro big boys out for some fun, and don't be surprised if you end up playing with some Hollywood names as well.

Rucker Park (NYC)

"The Rucker" Unlock in WT mode

Known by many as the number one street ball court in the U.S, the level of play at The Rucker is very high. The best players in the East play here. Many pro players come to test their skills. There's a lot of contact inside the paint and trash talking goes on regularly. Crowds gather from all over the city when a tournament is going on at Rucker. Hot dog moves and one on one confrontations are part of the game here. Timid players need not come out.



PLAYERS

AO

Height: 6'3"

Weight: 170 lbs.

Shoe Size: 10.5

Position: Point Guard/Shooting Guard

Playing Style: "Pass or shoot, I'm as smooth as silk."

Hometown: Philly, PA

Favorite Court: 11th & Lombard (Philly)

Favorite #: 13

Last Words: **Never complain, never explain.**



Booger

Height: 5'10"

Weight: 145 lbs.

Shoe Size: 9.5

Position: Point Guard

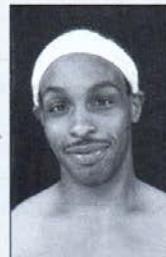
Playing Style: "I'll drop dimes that no one's seen."

Hometown: Brooklyn, NY

Favorite Court: The Cage

Favorite #: 14

Last Words: **Play ball 'til I can't ball no more.**



Future

Height: 5'11"

Weight: 160 lbs.

Shoe Size: 11

Position: Point Guard

Playing Style: "Dance and Dribble, I'll do both out on the court."

Hometown: Bronx, NY

Favorite Court: Rucker Park

Favorite #: 15

Last Words: **I've got moves that won't be seen for the next 20 years.**



1/2 Man 1/2 Amazing

Height: 6'6"

Weight: 195 lbs.

Shoe Size: 14

Position: Power Forward/Center

Playing Style: "Big man who can do it all."

Hometown: Brooklyn, NY

Favorite Court: Rucker Park

Favorite #: 10

Last Words: **Never be intimidated by anyone! Dunk on bigger and taller guys, bang with oversized opponents and hold your own. Don't worry about my name, worry about my game!**



Headache

Height: 6'3"

Weight: 180 lbs.

Shoe Size: 11.5

Position: Point Guard/Shooting Guard

Playing Style: "I'll embarrass you, slice you and dice you and let you know about it."

Hometown: Harlem, NY

Favorite Court: Rucker Park

Favorite #: 13

Last Words: **I want to play at the highest level and give back to the community...be successful on and off the court.**



Hot Sauce

Height: 6'1"

Weight: 160 lbs.

Shoe Size: 10.5

Position: Point Guard

Playing Style: "Just try and get the ball from me. I dare you. You won't win."

Hometown: Atlanta, GA

Favorite Court: Run & Shoot (Atlanta)

Favorite #: 3

Last Words: **I'm not from NY, I'm from the Dirty South and I don't play the radio.**



Main Event

Height: 6'4"

Weight: 225 lbs.

Shoe Size: 14

Position: Power Forward/Small Forward

Playing Style: "Best dunker you've never seen."

Hometown: Linden, NJ

Favorite Court: Rucker Park

Favorite #: 4

Last Words: **Ball 4 Life**



Speedy

Height: 6'0"

Weight: 171 lbs.

Shoe Size: 10

Position: Point Guard/Shooting Guard

Playing Style: "All around guard; score, pass, defend, whatever..."

Hometown: Queens, NY

Favorite Court: Rucker Park

Favorite #: 4

Last Words: **It's simple, I make everyone around me better.**

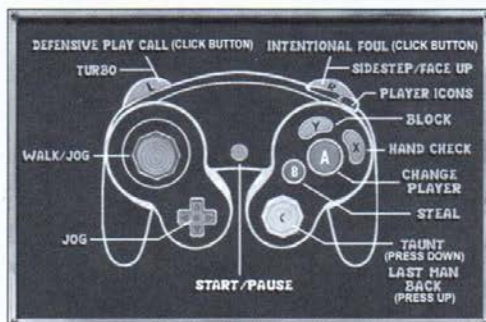


Live Wire / G-Man / 50/50

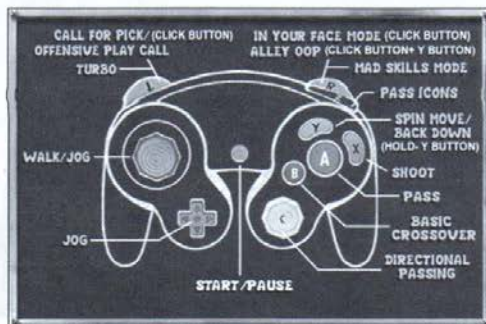
These three ballers are straight from the street and make their living hoopin' on the daily. You'll start with the moves from these street legends and they are no slouches with their handles and skills. As you progress through World Tournament, you can unlock the other players to create your dream lineup.

QUICK REFERENCE

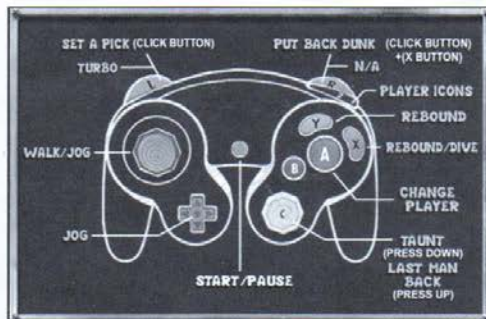
Defense



Offense With Ball



Offense Without Ball



CREDITS

DEVELOPED BY
BLACK OPS ENTERTAINMENT,
LLC

PROJECT DIRECTOR
Jose Villeta

EXECUTIVE PRODUCER
John Botti

PRODUCER/DESIGNER/TEST LEAD
Tracy "Tie" Johnson

LEAD GAMECUBE PROGRAMMER
John Whipple

FRONT END PROGRAMMER
Anthony Deluca

GAME PROGRAMMERS
David Tsuchiyama
David Tseng, Alexandra Getty
Matthew C. Harmon

GAME/AUDIO PROGRAMMER
Frank Aguirre

TOOLS PROGRAMMER
Rudi Kammerer

LEAD ARTIST
James J. Ho

2D ARTIST
Marcus Lull

3D ARTISTS
Jake Geiger, Christy Arnold
Carlo Surla

ADDITIONAL ART
John Rheume

LEAD ANIMATOR
Sam Ware

ANIMATOR
Erik Van Pelt

LINE PRODUCER
Jessica Budin

**BASKETBALL CONSULTANT/
ATHLETE RELATIONS**
Syrus "Sy" Yarbrough

TESTER
Benjamin "Boss Player" Krotin

**24-HR VIDEO EDIT TEAM/
LOCATION PHOTOGRAPHERS**
John Botti, Manuela de Sousa,
Miguel Ortiz

SPECIAL THANKS TO
Will "Perimeter Man" Botti
Rita Mines, Christine Nielsen
Beth Sanborn, John Sheen
Will Woodward

ACTIVISION STUDIOS
SENIOR PRODUCER
Adam Goldberg

**ASSOCIATE PRODUCER/
ADDITIONAL GAME DESIGN**
Chuck Park

PRODUCTION COORDINATOR
John Sweeney

DIRECTOR OF TECHNOLOGY
David Brickhill

TECHNICAL DIRECTOR
Steve Pearce

SOFTWARE ENGINEER
Mark Jawad

Vladimir Kraztchenko

ART DIRECTORS
David Dalzell, Robert DePalma

ARTISTS
Franz Boehm, James Mayeda

PLAYERS
Phillip Champion "Hot Sauce"
Waliry Dixon "Main Event"
Tim Gittens "Headache"
Anthony Heyward Jr.
"1/2 Man 1/2 Amazing"
Malloy Nesmith "Future"
Aaron Owens "AO"
Ed Smith "Booger"
James Williams "Speedy"

ANNOUNCERS
Set Free
Big Boy

WRITTEN BY
Richard Beresh

BASKETBALL CONSULTANT
Mark Edwards

ACTIVISION, INC.

EXECUTIVE VP

WORLDWIDE STUDIOS
Larry Goldberg

VICE PRESIDENT, NA STUDIOS
Dave Stohl

**QUALITY ASSURANCE/
CUSTOMER SUPPORT**

PROJECT LEAD
Ian Moreno

SENIOR PROJECT LEAD
Ben DeGuzman

MANAGER, CONSOLE TESTING
Joe "Zero Discipline" Favazza

MANAGER, NIGHT SHIFT
Adam Hartsheld

FLOOR LEADS
Derek "SoulJacker" Faraci
Steve Penate

TEST TEAM
Elliot "Stonewall" Jackson

Adam "Turbo" Tortolano
Kerry Marshall, Jake Biegel
Chris Puente, John "Bigdaddy" Berry
Chris "Suntop" Strobel
Mike "Musky" Sternad
Erik Melon, Paul Colbert,
Kop Tavormas

CUSTOMER SUPPORT MANAGER
Bob McPherson

CUSTOMER SUPPORT LEADS
Rob Lim, Gary Bolduc
Mike Hill

CS/QA SPECIAL THANKS
Jim Summers, Jason Wong

Tim Vanlaw, Nadine Theuzillot
Ed Clune, Marilena Rixford
Indra Gunawan, Marco Scataglini
Todd Komesu, Willie Bolton
Chad Siedhoff, Jennifer Vitiello
Sarah Pepin, Nick Favazza
Omari Valentine, Sheryl Carrillo
Jason "Dark Fox" Potter
Henry "Mistah Aych" Villanueva
Jeremy Richards
John "Ballgame" Rosser

**ACTIVISION MARKETING,
LEGAL, CREATIVE SERVICES,
PR AND BUSINESS
DEVELOPMENT**

**EXECUTIVE VP, WORLDWIDE
PUBLISHING**
Kathy Vrabek

**VICE PRESIDENT, GLOBAL BRAND
MANAGEMENT**
Will Kassoy

**DIRECTOR, GLOBAL
BRAND MANAGEMENT**
David Pokress

ASSOCIATE BRAND MANAGER
Ted Chi

SR. VP & GENERAL COUNSEL
George Rose

SENIOR COUNSEL
Rob Plau

**VP, CREATIVE SERVICES
& OPERATIONS**
Denise Walsh

CREATIVE MARKETING DIRECTOR

Matt Stainner

MANAGER, CREATIVE SERVICES

Jill Barry

PROJECT COORDINATOR,**CREATIVE SERVICES**

Shelby Yates

VP, CORP COMMUNICATIONS

Maryanne Lataif

DIRECTOR, CORP**COMMUNICATIONS**

Michelle Nino

SENIOR PUBLICIST

Mike Mantarro

DIRECTOR, BUSINESS**DEVELOPMENT & LICENSING**

David Anderson

IN-GAME LICENSING MANAGER

Paula Cuneo

LICENSING ASSISTANT

Patricia Nicolai

ACTIVISION UK**SENIOR VP INTERNATIONAL**

Scott Dodkins

DIRECTOR OF MARKETING**UK & ROE:**

Sarah Ewing

SENIOR BRAND MANAGER**UK & ROE - ACTION SPORTS**

Tim Woodley

BRAND MANAGER**UK & ROE - ACTION SPORTS**

Katy Moxham

HEAD OF PUBLISHING SERVICES

Nathalie Dove

LOCALISATION PROJECT MANAGER

Mark Nutt

CREATIVE SERVICES MANAGER

Jackie Whale

ACTIVISION FRANCE**MARKETING DIRECTOR**

Bernard Sizely

BRAND MANAGER

Guillaume Lairan

PR MANAGER

Diane De Domecy

SALES MANAGER

Antoine Seux

ACTIVISION GERMANY**MARKETING DIRECTOR**

Achim Kasper

BRAND MANAGER

Stephan Ricken

ACTIVISION SPECIAL THANKS

All Ballers Worldwide,
Chris Archer, Christian Astillero
Gene Bahng, Byron Beede
Brian Bright, Chip Bumgardner
Bryant Bustamante, Kelly Byrd
Shawn Capistrano, Maria Cardenas
Irwin Chen, Michael Chiang
Blaine Christine, Brian Clarke
Megan Clary, Warren Colter
Michelle Corrigan, Jim Desmond
John DiJulio, Stacey Dreilishak
Michael Fletcher, Lisa Fusco
Aaron Gray, Jay Gordon
Eric Grossman, Michael Hand
Chris Hewish, Neysa Jackson
Todd Jefferson, Riquane Jenkins
Andre Kinnibrew, Eric Koch
Chris Langlois, Michael Larson
Fritzie Leao, Eric Lewis
Cirro Lofton, Kragen Lum
Jeff Matshushita, Gary Medina
Peter Muravez, Chris Ovitz
Adrian Parker, Brian Pass
Jeff Poffenbarger, Matt Powers
Patrick Pratt, Joe Shackelford
Jairo Silva, Ron Skotarczak
Jesse Smith, Trey Smith
Willie Smith, Stacy Sooter
Paul Stewart, Murali Tegulapalle
Phil Terzian, Carolina Trujillo
Marc Turndorf, Mike Ward
Trey Watkins, Melissa Webster
Derek Williams, Marc Williams
Nicole Willick, Charlee Winston
Dennis Young
B Real, BoBo
DJ Muggs, Master P
Lil' Romeo, Silk the Shocker
Xzibit, Dennis Rodman
All NT Readers

**TOMMY TALLARICO
STUDIOS, INC****AUDIO DIRECTOR**

Tommy Tallarico

SOUND DESIGN

Joey Kuras

**MOTION CAPTURE PROVIDED
BY HOUSE OF MOVES
(LOS ANGELES, CA)****EXECUTIVE IN CHARGE OF
PRODUCTION, MOTION CAPTURE**

Tom Tolles

EXECUTIVE PRODUCER,**MOTION CAPTURE**

Jarrod Phillips

CHIEF TECHNOLOGY OFFICER,**HOUSE OF MOVES**

Taylor Wilson

MOTION CAPTURE**ASSOCIATE PRODUCER**

Kathleen McMullen

MOTION CAPTURE**PRODUCTION MANAGER**

Chris Bellaci

MOTION CAPTURE DIRECTOR

James Scanlon

SENIOR MOTION CAPTURE ARTIST

Dennis "DJ" Hawk

MOTION CAPTURE ARTIST

Jennifer Becherer

Justin Buettner

Josh Ochoa

Amy Taylor

Humphrey Oliveri

MOTION CAPTURE TECHNICIAN

Johnny Ravenna

CYBER SCANNING SERVICES**PROVIDED BY****Cyber/FX**

Dick Cavdek

VIDEO EDITING**EVOLUTION ENGINE**

Mitch Lawin

Colin O'Neil

Forward Never Straight Productions

Chris Hepburn, Matt Stubbs

**CYBERSANNING & MOTION
CAPTURE PRODUCTION CREW****DIRECTOR**

Jose Villeta

ASSISTANT DIRECTOR

Tracy "Tre" Johnson

PRODUCER

John Botti

LINE PRODUCER

Jessica Budin

ANIMATION QA

Sam Ware

ATHLETE RELATIONS

Syrus "Sy" Yarbrough

GRIP & ELECTRIC

Leonard La Rossa

BEHIND THE SCENES VIDEOGRAPHY

Manuela de Sousa

PHOTOGRAPHY

David Sessions

HAIR/MAKEUP

Becky Soriano, Rosemary Lawrence

PRODUCTION ASSISTANTS

Beth Sanborn, Jeff Ash

Kate Kelly

ADDITIONAL MOTION**CAPTURE TALENT**

Victor Battle, Sidney Faison
Exree Hipp, Wayne King
Vince "Chico" Langston, Erika Ringor
Justice Smith

SHOP OPERATORS

Derrick Guidry, Jameel Mahmud
John B. Moore, Michelle Trepte

ADDITIONAL VOICE TALENT

Evan Button, Jeremy Evangelista
Aaron Gray, Beth Sanborn
John Sweeney, Will Woodard
Syrus "Sy" Yarbrough

**PACKAGING &
MANUAL DESIGN**

Ignited Minds, LLC

THANKS TO OUR SPONSORS

And 1
Footaction USA
Hoops R Us
NOKIA
SLAM Magazine
Sprite
57 Fake
D-Up Authentic Game Gear
Dada
ECKO Unlimited
Enyce
FILA
G.O.A.T. Gear
P. Miller Collection
Pure Playaz
Rocawear
Sean John
Snoop Dogg Clothing Company
South Pole
Triple 5 Soul
Varsity, USA

Nokia, Connecting People and the
Original Accessories logo are
registered trademarks and/or
trademarks of Nokia corporation
and/or its affiliates.

SPECIAL THANKS**TO THE COURTS:**

Atlanta - Run N' Shoot
New Orleans - Shakespeare Park
French Lick - Farmer's Park
Baltimore - Madison Square
Recreation Center "The Dome"
Philadelphia - Lombard Court
Chicago - Jackson Park
Oakland - Mosswood Park
New York - West 4th Street
"The Cage"
Los Angeles - Venice Beach
Recreation Center
New York - Rucker Park
San Juan - La Perla
Athens - Acropolis Court
London - Queen's Park
Kinshasa - Tribal Park

Dolby and the double-D symbol are
trademarks of Dolby Laboratories.

Uses Bink Video.

Copyright © 1997-2001 by
RAD Game Tools, Inc.

MUSIC CREDITS:**"Da Rockwilder"**

Performed by Method Man
and Redman
Written by Brett Bouldin,
Eugene Dixon, Earl Edwards,
Louis Freese, Larry Mugerud,
Dana Stinson, Clifford Smith,
Reggie Noble, Bernice Williams
Published by Dayna's Day
Publishing as administered by
Warner-Tamerlane Publishing
Corp. (BMI), Wu-Tang Publishing
as administered by Careers-BMG
Music Publishing, Cypress
Phunky Music as administered by
BMG Songs, Inc., Funky Noble
Productions as administered by
Famous Music Corp., Soul
Assassin Music as administered
by Universal Music Publishing,
Conrad Music
(p) 1999 The Island Def Jam
Music Group
Courtesy of Def Jam Records
under license from
Universal Music Enterprises

"Who We Be"

Performed by DMX
Written by Earl Simmons,
Mickey Davis
Published by Dead Game
Publishing as administered by
Universal Music Publishing
(ASCAP),
Fifty Four VIII Music (BMI)
(p) 2001 The Island Def
Jam Music Group
Courtesy of Ruff Ryders/Def Jam
Records under license from
Universal Music Enterprises

"Make Em Say Ugh"

Performed by Master P
Written by Craig Derry, Edward
Fletcher, Richard Jones, Jr.,
Master P, B. MacDonald, Mia X,
Vyshon Miller, Dwayne Mitchell,
Sylvia Robinson, Michael Tyler,
Douglas Wimbish
Published by Big P Music, LLC
(BMI), Sugar Hill Music
Publishing (BMI)
(p) 1997 No Limit/Priority
Records
Under license from EMI-Capitol
Music Special Markets

"Lowrider"

Performed by Cypress Hill
Written by Larry Mugerud, Louis
Freese, Senen Reyes, U. Reyes
Published by Soul Assassins
Music (ASCAP), Latin
Connections Music, Phreakas
Ada Funk Music (ASCAP), Hits
From the Bong Music
administered by BMG
Songs, Inc. (ASCAP)
Courtesy of Columbia Records by
arrangement with Sony Music
New Media Licensing

"Front 2 Back"

Performed by Xzibit
Written by Alvin Joiner, Dana
Stinson
Published by
Hennessey For Everyone
(BMI)/VOCO Music d/b/a Alexra
Music (BMI); Dayna's Day
Publishing as administered by
Warner-Tamerlane
Publishing Corp. (BMI)
Courtesy of Loud Records by
arrangement with Sony Music New
Media Licensing

"Rollout (My Business)"

Performed by Ludacris
Written by Christopher Brian Bridges
and Tim Mosley
Published by Virginia Beach Music
(ASCAP) as administered by
WB Music Corp.
(ASCAP), EMI April Music, Inc./
Ludacris Music Publishing (ASCAP)
(p) 2001 The Island Def
Jam Music Group
Courtesy of Def Jam South
Recordings under license from
Universal Music Enterprises

"Y'all Don't Wanna"

Performed by Skillz
Written by Donnie Lewis, Tony Cottrell
Published by Forever People Music
(ASCAP), Penskils Music and DJ Hi
Tek Music Publishing (BMI)
as administered by Songs of
Windswept Pacific
Courtesy of Rawkus Entertainment

"Get Up"

Performed by Cocoa Brovaz
Written by Tekomin Williams,
Darrell Yates, Tony Cottrell
Published by Bucktown USA
as administered by Duckdown
Entapizes (ASCAP); Boot Camp Klik
(ASCAP); DJ Hi Tek Music Publishing
(BMI) as administered by
Songs of Windswept Pacific
Courtesy of Rawkus Entertainment

"That Smut"

Performed by Smut Peddlers
Written by Milo Berger, Erik Meltzer,
Christian Palko
Published by Figs. D Music, Inc.
o/b/o itself, Budde Songs, Inc.,
1972unes and Eonic Verbal Tunes
Courtesy of Rawkus Entertainment

"Bottom Feeders"

Performed by Smut Peddlers
Written by Milo Berger, Erik Meltzer,
Christian Palko, RA the Rugged Man
Published by Figs. D Music, Inc.
o/b/o itself, Budde Songs, Inc.,
1972unes and Eonic Verbal Tunes
Courtesy of Rawkus Entertainment

"Extreme Situation"

Performed by Cocoa Brovaz
Written by R. Campbell, Ewart
Dewgarde, Walter Dewgarde, Jr.,
Wayne Henry, Tekomin Williams,
Darrell Yates
Published by Bucktown USA and
Boot Camp Klik (ASCAP)
as administered by Duckdown
Entapizes (ASCAP), Shades of
Brooklyn (ASCAP), Skavenger Music
Courtesy of Rawkus Entertainment

"No Mercy"

Performed by Pharoahe Monch
Written by Troy Jamerson, Eric Murray,
Jamal Grinnage, Alan Maman
Published by Trescadecaphobia
Music (BMI), Blindman's Bluff Music
(BMI), Amaman Music
as administered by
The Royalty Network, Inc.
Courtesy of Rawkus Entertainment

"Down For The Count"

Performed by Talib Kweli and Hi-Tek
Written by Talib Kweli, Tony Cottrell,
Rashia Fisher, Alvin Joiner
Published by Penskils Music and
DJ Hi Tek Music Publishing (BMI)
as administered by
Songs of Windswept Pacific,
Rah Digga Music (ASCAP),
Hennessey For Everyone Music (BMI)
Courtesy of Rawkus Entertainment

"Right Here"

Performed by Pharoahe Monch
Written by Troy Jamerson
and George Spivey
Published by Trescadecaphobia
Music (BMI),
I'm A Play Jason Music (ASCAP)
Courtesy of Rawkus Entertainment

"PA to VA"

Performed by Skillz
Written by Donnie Lewis,
Carlton Mann, Rick Moore
Published by Forever People Music
(ASCAP) and Pretty Ugly Music
Courtesy of Rawkus Entertainment

"Oh No"

Performed by Mos Def and
Pharoahe Monch feat. Nate Dogg
Written by Nathaniel Hale,
Troy Jamerson, Dante Smith,
Dana Stinson
Published by Dayna's Day Publishing
as administered by

Warner-Tamerlane Publishing Corp.
(BMI); Nate Dogg Music (BMI);
Trescadecaphobia Music (BMI);
EMI Blackwood Music, Inc. (BMI);
Medina Sounds Music (BMI)
Courtesy of Rawkus Entertainment

"My Life"

Performed by Kool G Rap
Written by Nathaniel Wilson,
Michael Herard, Victor Padilla
Published by Illville Publishing Inc.
(ASCAP), Ghetto Pro's Music
Courtesy of Rawkus Entertainment
"Planet of the Apes"
Performed by Kool G Rap
Written by Nathaniel Wilson
Published by Illville Publishing Inc.
(ASCAP)
Courtesy of Rawkus Entertainment

"Livin' It Up"

Performed by Pharoahe Monch
Written by Troy Jamerson and
Paul Hendricks
Published by Trescadecaphobia
Music (BMI); Baby Paul Muzik (BMI)
as administered by
The Royalty Network, Inc.
Courtesy of Rawkus Entertainment

"Gun Music"

Performed by Talib Kweli
Written by Talib Kweli
and Dorsey Wesley
Published by Penskils Music (BMI);
Dors-D Music Publishing (ASCAP)
Courtesy of Rawkus Entertainment

"Ooohhhwee"

Featuring Weebie
Written by Master P
Published by
Master P Music, LLC (BMI)

MUSIC SUPERVISION BY:

Sonic Fusion
Nelson Bae & Lori Lahman
SonicFusion would like to thank the
following for all their help:

A-Blitz

John Anderson
Justin Arcangel
Ron Braitman
Cage
Crazy Sam
Keith D'Arcy
Walter Dewgarde
Dru Friedman
Wayne Henry
Star Hull
Blake Indursky
Jeff Levenberg
Carmen Liu
Frank Liwall
Carlton Mann
Clay Mattson
Oscar Mazzola
Mike McArthur
Stacy McArthur
Rod McGrew
Tracy McNew
Rick Moore
Melissa Munana
Johan Powell
RA the Rugged Man
Mary Beth Roberts
Victor Rodriguez
Jon Rosner
Theo Sedlmayr
Dan Seliger
Carol Sovinski
George Spivey
Jason Swan
Don Terbush
Kevin Zinger

CUSTOMER SUPPORT

NOTE: Please do not contact Customer Support for hints/codes/cheats; only technical issues.

Internet/e-mail: <http://www.activision.com/support>

Our support section of the web has the most up-to-date information available. We update the support pages daily so please check here first for solutions. If you cannot find an answer to your issue you can email us using the support form. A response may take anywhere from 24-72 hours depending on the volume of messages we receive and the nature of your problem.

NOTE: Internet/e-mail support is handled in English only.

Phone: (310) 255-2050

You can call our 24-hour voice-mail system for answers to our most frequently asked questions at the above number. Contact a Customer Support representative at the same number between the hours of 9:00 am and 5:00 pm (Pacific Time), Monday through Friday, except holidays.

Please do not send any game returns directly to Activision without first contacting Customer Support. It is our policy that game returns/refunds must be dealt with by the retailer or online site where you purchased the product. Please see the Limited Warranty contained within our Software License Agreement for warranty replacements.

NOTES

KEEP YOUR GEAR JUST AS
HOT AS YOUR GAME.

Real street players know that
it's not all about winning, it's
how you look while you do it.

Footaction is your **one-spot** for the
hottest branded footwear and apparel.

From exclusive shoe styles to the latest in urban
gear, Footaction keeps you clean
on and off the court.

Check out **footaction.com**
to find the store nearest you.

Footaction-We'll get you in style,
the skills are up to you.

FOOTACTION USA 
THE STREET STARTS HERE.

SOFTWARE LICENSE AGREEMENT

USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PROGRAM" INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, AND/OR USING THE PROGRAM, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION, INC. ("ACTIVISION").

LIMITED USE LICENSE. Activision grants you the non-exclusive, non-transferable, limited right and license to use one copy of this Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision. This Program is licensed, not sold. Your license confers no title or ownership in this Program and should not be construed as a sale of any rights in this Program.

OWNERSHIP. All title, ownership rights and intellectual property rights in and to this Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, and any related documentation, incorporated into this Program) are owned by Activision or its licensors. This Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Program contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement.

YOU SHALL NOT:

- Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming center or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make this Program available for commercial use; see the contact information below.
- Sell, rent, lease, license, distribute or otherwise transfer this Program, or any copies of this Program, without the express prior written consent of Activision.
- Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of this Program, in whole or in part.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- Export or re-export this Program or any copy or adaptation in violation of any applicable laws or regulations.

LIMITED WARRANTY. Activision warrants to the original consumer purchaser of this Program that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon its receipt of the Product, postage paid, with proof of the date of purchase, as long as the Program is still being manufactured by Activision. In the event that the Program is no longer available, Activision retains the right to substitute a similar program of equal or greater value. This warranty is limited to the recording medium containing the Program as originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION.

When returning the Program for warranty replacement please send the original product disk(s) only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you are encountering and the system on which you are running the Program; (4) if you are returning the Program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for \$20 U.S. currency per disc replacement. Note: Certified mail recommended.

In the U.S. send to: Warranty Replacements, Activision, Inc., P.O. Box 67713, Los Angeles, California 90067.

LIMITATION ON DAMAGES. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. ACTIVISION'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION. Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Program and all of its component parts.

U.S. GOVERNMENT RESTRICTED RIGHTS. The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(i) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/Manufacturer is Activision, Inc., 3100 Ocean Park Boulevard, Santa Monica, California 90405.

INJUNCTION. Because Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

INDEMNITY. You agree to indemnify, defend and hold Activision, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement.

MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California.

If you have any questions concerning this license, you may contact Activision at 3100 Ocean Park Boulevard, Santa Monica, California 90405, (310) 255-2000, Attn: Business and Legal Affairs, legal@activision.com.



ALSO LOOK FOR
AND 1 MIX TAPE TOUR 2002
ON DVD/UHS
COMING HOLIDAY '02